COSMERE®
ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Envoy (Diplomat)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
1	12	1

HEALTH MAXIMUM	CURRENT	DEFLECT
11		0

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
3	15	2

FOCUS MAXIMUM	CURRENT
4	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	15	3

INVESTITURE MAXIMUM	CURRENT

1	AGILITY (SPD)	○○○○○
1	ATHLETICS (STR)	○○○○○
1	HEAVY WEAPONRY (STR)	○○○○○
1	LIGHT WEAPONRY (SPD)	○○○○○
1	STEALTH (SPD)	○○○○○
1	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

3	CRAFTING (INT)	○○○○○
3	DEDUCTION (INT)	○○○○○
3	DISCIPLINE (WIL)	●○○○○
2	INTIMIDATION (WIL)	○○○○○
4	LORE (INT)	●○○○○
3	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

3	DECEPTION (PRE)	○○○○○
3	INSIGHT (AWA)	●○○○○
3	LEADERSHIP (PRE)	○○○○○
2	PERCEPTION (AWA)	○○○○○
5	PERSUASION (PRE)	●●○○○
2	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lb.	25 ft.	1d6	10 ft.

CONDITIONS & INJURIES

WEAPONS

Knife - Melee
+1 vs. Physical (1d4 + 1 keen damage)
◆ *Discreet: Gain an advantage to conceal*

EXPERTISES

[Cultural] Azish, Reshi, Thaylen: You speak these languages, and you know basic facts and can make tests to recall obscure information about these cultures.

[Cultural] Wayfarer: You can read international maps, know basic phrases and cultural details for every culture, and can find trustworthy currency exchange hubs in major cities.

TALENTS

ROUSING PRESENCE (►)
Choose an ally you can influence. They become Determined until they benefit from that condition or until the scene ends.

STEADFAST CHALLENGE (►)
Spend 1 focus to test Discipline vs. Spiritual against an enemy you can influence. On a success, they become Disoriented and gain a disadvantage on tests against you until the end of their next turn.

STORMLIGHT™ CAMPAIGN SETTING

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CHARACTER APPEARANCE

ARMOR & EQUIPMENT

Azish Merchant Uniform - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*

Knife

Academic Kit
- Backpack
- Common clothing
- Ink Pen
- Bottle of ink
- Sheet of paper ×10
- Empty vial ×3
- Block of wax
- Reference book on International Trade Customs: *When you have time to reference this book, you count as having its utility expertise.*
- Poison (weak, 1 dose): ► *to apply to food, liquid, container, weapon, ammunition. Target must succeed on a DC 12 Athletics test or take 1d6 vital damage.*

MARKS 25

PURPOSE

OBSTACLE

GOALS

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OTHER TALENTS & ABILITIES

EXPERTISES (continued)
[Utility] Literature, Luxury Goods: You automatically succeed on basic tests related to this expertise and can make difficult tests others couldn't even attempt.

NOTES

Instead of serving a government or religion, merchants across Roshar preach the good name of commerce, delivering premium goods to nations near and far. Merchants must be connoisseurs of international cultures, social trends, and individual tastes. Adorned in richly patterned clothing, **Azish merchants** ply wares from across the empire and neighboring regions: Marati rugs, Tukari jewelry, and Liaforan fashions. Whether they serve the merchant lords of Steen or the viziers of Azir, these traders are shrewd negotiators trained to recognize mutually beneficial solutions.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Discipline and 1 rank in Insight (increasing the modifiers by 1)
- The Withering Retort talent

CONNECTIONS